

Project Summary

csci205_final_project

Project Details

Members

- Brandon Cho
- Brian Scotto
- Joseph Helm
- Junior Weil

Project Retrospective

What was your initial goal?

Our goal was to create a program that allows the user to create their own custom card and upload images to themselves. Then open packs including their own custom cards to see which cards they get.

What did you achieve?

We got the packs working and the menus and settings.

What went well in the project?

We did well on working as a team.

What could be improved?

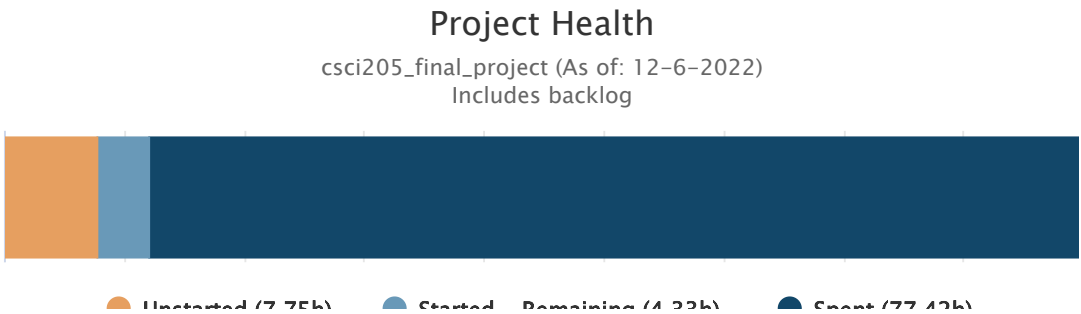
Our ability to hit deadlines and space out the work.

What would you change if you did the project again?

I would space out the work more and try to make the tasks more specific and easier to follow. I thought putting create *blank* class would be enough because I went through and wrote out the method headers and Javadoced them but I would make the tasks more specific in the future. I would also try to add more functionality to the project.

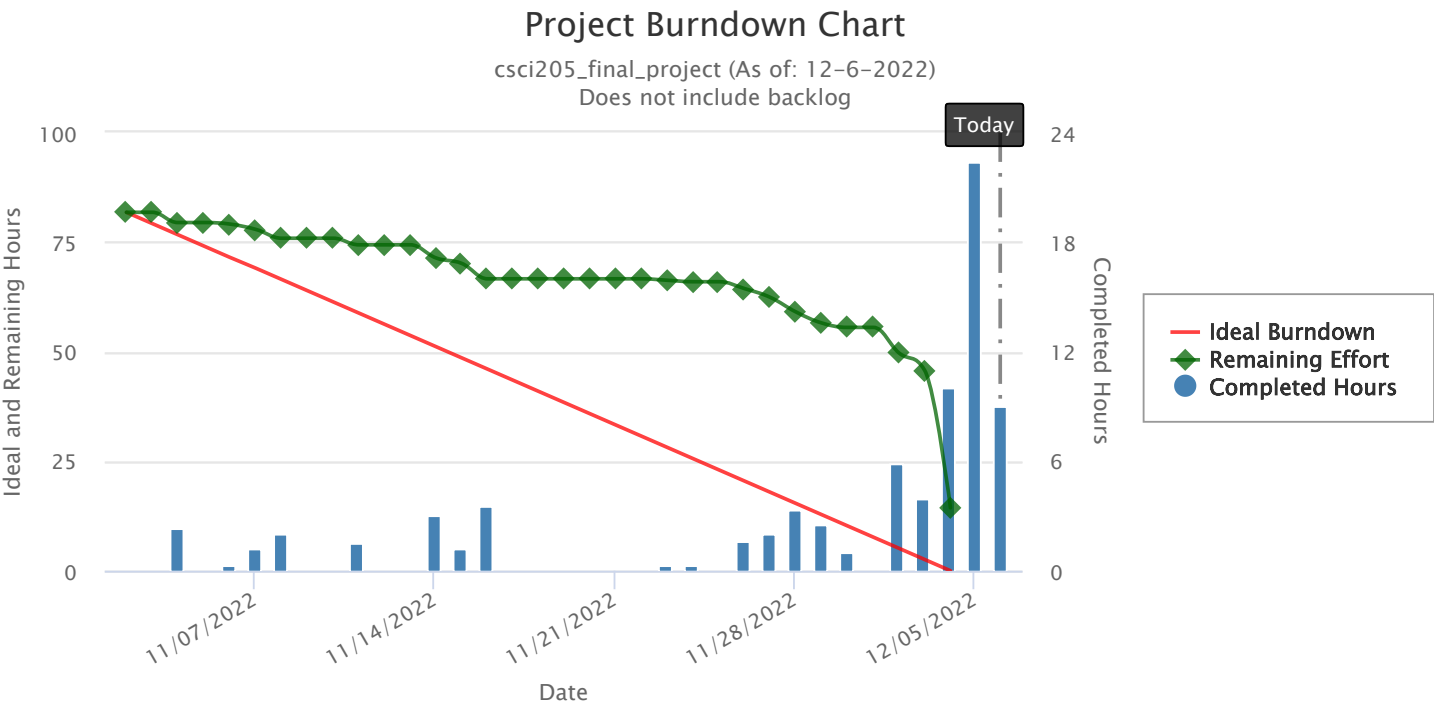
Charts

Health Bar



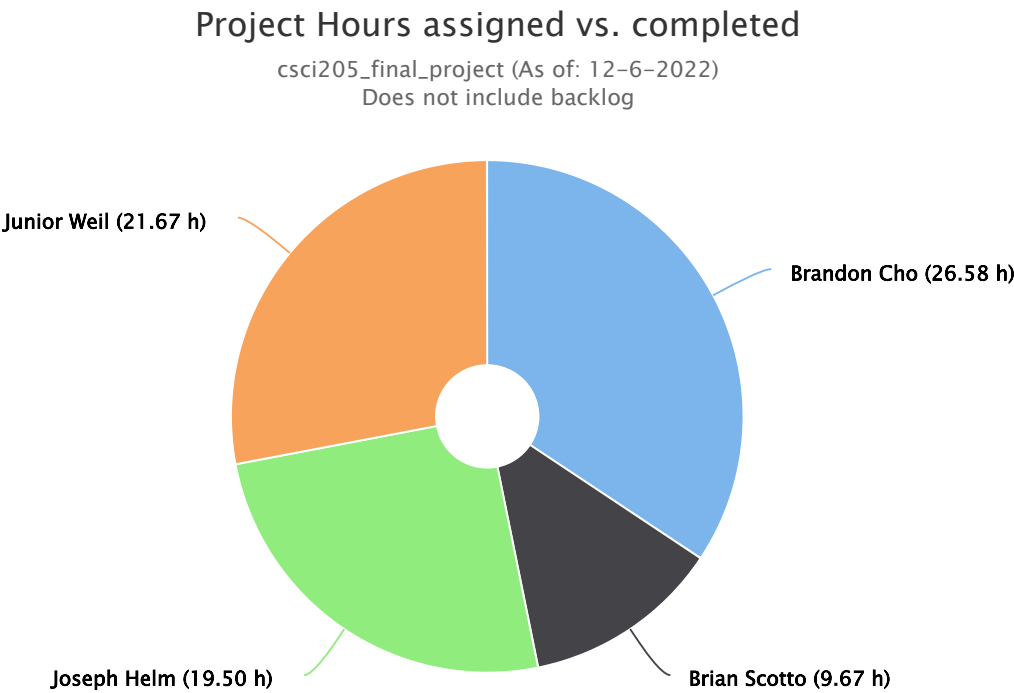
We still have more un-started work that we may complete after the time I am writing this. We have definitely put in a lot of work but also I think there is still more we could have given to make the project as good as we wanted it to be.

Burndown Chart



The burndown chart slope is in the wrong direction. Rather than starting off strong, we pushed off work till the end so it slopes upward rather than downward.

Assignee Chart



The chart looks pretty evenly distributed. I believe that some members are still waiting or have forgotten to mark some hours so hopefully, it is adjusted in the future.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Brandon Cho	0	0	0	26.25	0	0.33
Brian Scotto	0	0	1.83	6.5	0	1.33
Joseph Helm	0	0	11.67	5.83	0	2
Junior Weil	0	0	7.25	9.67	0.58	4.17

Sprints

Sprint 1

Dates:

11-2-2022 to 11-9-2022

Review:**What went well in the sprint?**

Everything is set up including our git repository, intellij, etc.

What could be improved?

completing tasks that help give a framework to begin coding

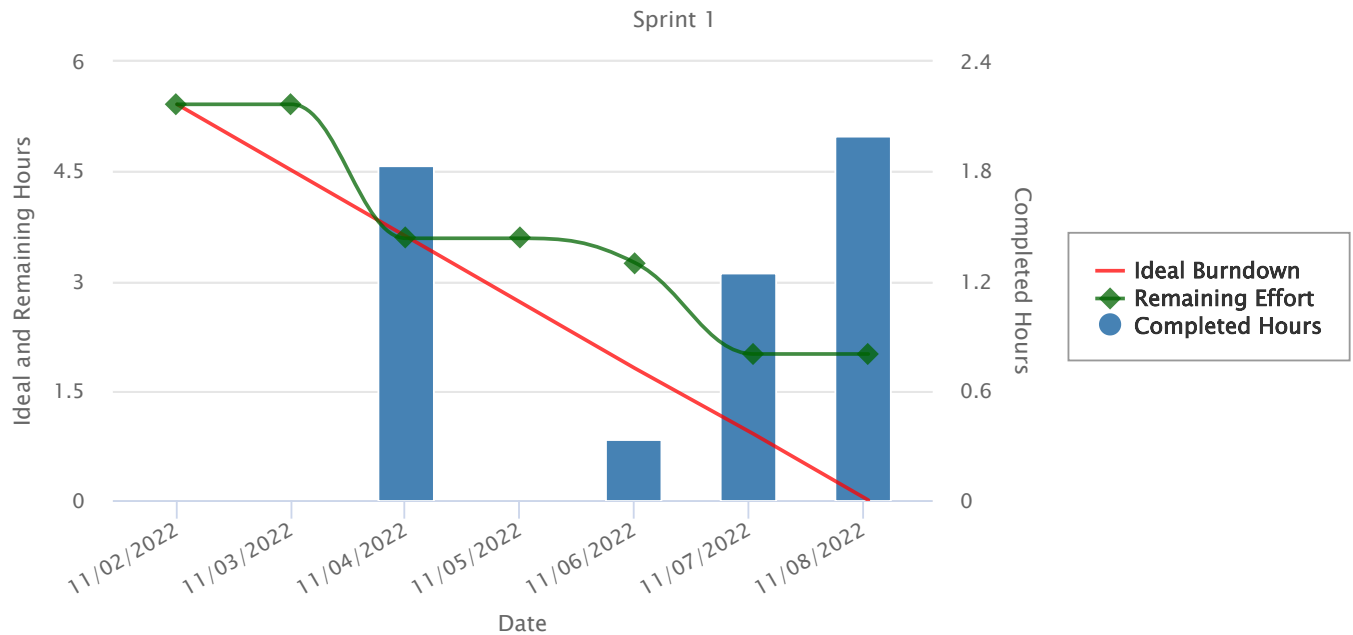
Are you on track? What is your plan if not?

We are behind at the moment, we need to catch up so that we may begin coding

What will you improve on in the next sprint?

making sure that we are making the progress we need to have our product ready in time

Sprint Burndown Chart



Sprint 2

Dates:

11-9-2022 to 11-16-2022

Goal:

We want to get the UML and card objects completed, and the basics of the child classes like the personalized cards and the imported cards.

Review:

What went well in the sprint?

We got a general outline for some of our classes and have updated the UML accordingly. We have a more accurate vision of what the final project will look like. We have an outline for our gui.

What could be improved?

Making more. progress within each sprint so that we can meet the final deadline. Need to make significantly more progress on implementing our ideas and writing code.

Are you on track? What is your plan if not?

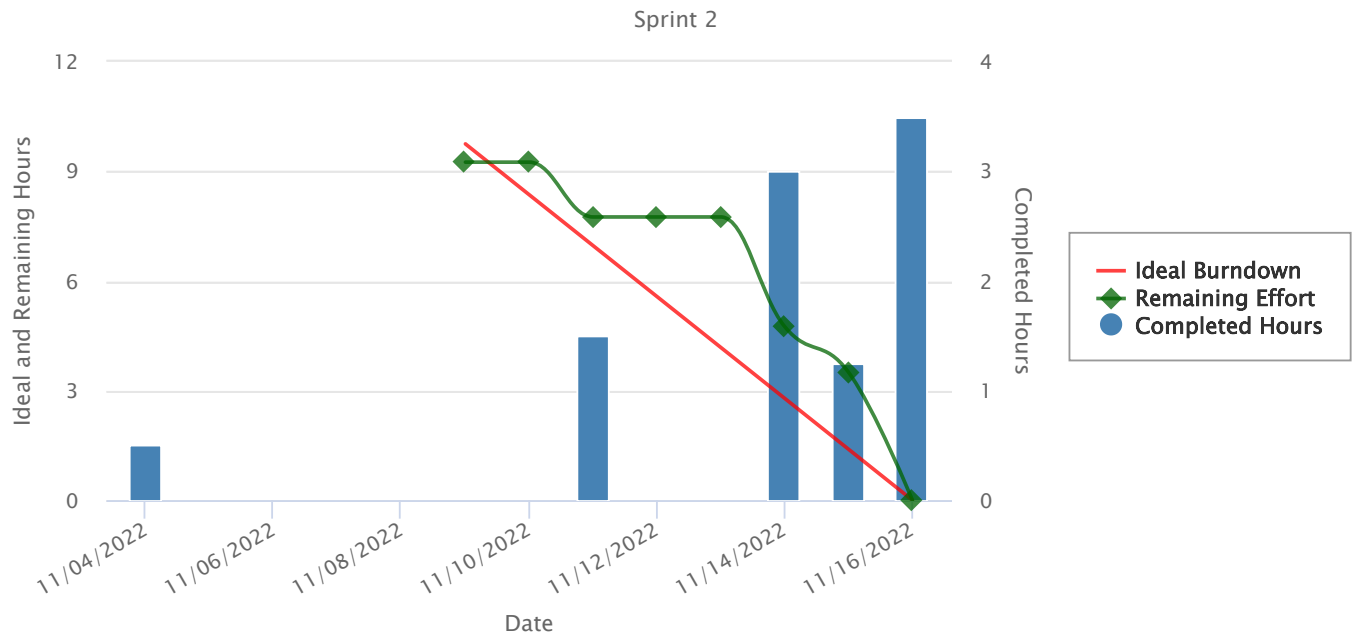
We are behind where we want to be at this time. We are going to meet once or twice during Thanksgiving break to try to catch up to where we want to be.

What will you improve on in the next sprint?

We want to make major progress on our design. We need to get things done and get a working product.



Sprint Burndown Chart



Sprint 3

Dates:

11-16-2022 to 11-28-2022

Goal:

make major progress on coding and getting a functional program going

Review:

What went well in the sprint?

We made a lot of progress on the card classes and pack class.

What could be improved?

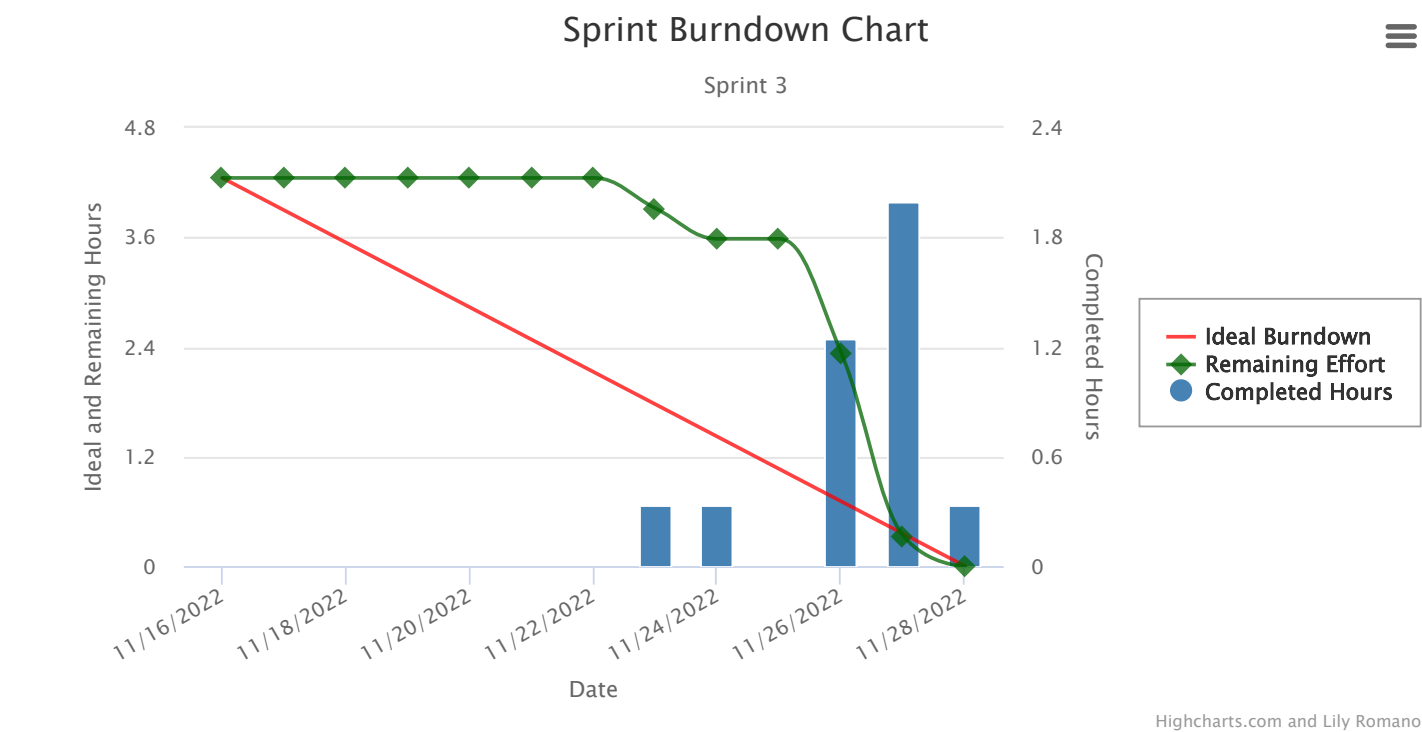
We need to get on the same page for the GUI and making overall progress on the project.

Are you on track? What is your plan if not?

We are behind for the GUI we believe at the moment. We have made major steps and progress for the card objects.

What will you improve on in the next sprint?

We will get the GUI done and work on connecting the card classes and the GUI.



Sprint 4

Dates:
11-28-2022 to 12-5-2022

Goal:
We need to get everything done and have a presentable deliverable.

Review:
What went well in the sprint?
We have made major progress on everything including the GUI. We have finished the non GUI classes and completed the documentation.

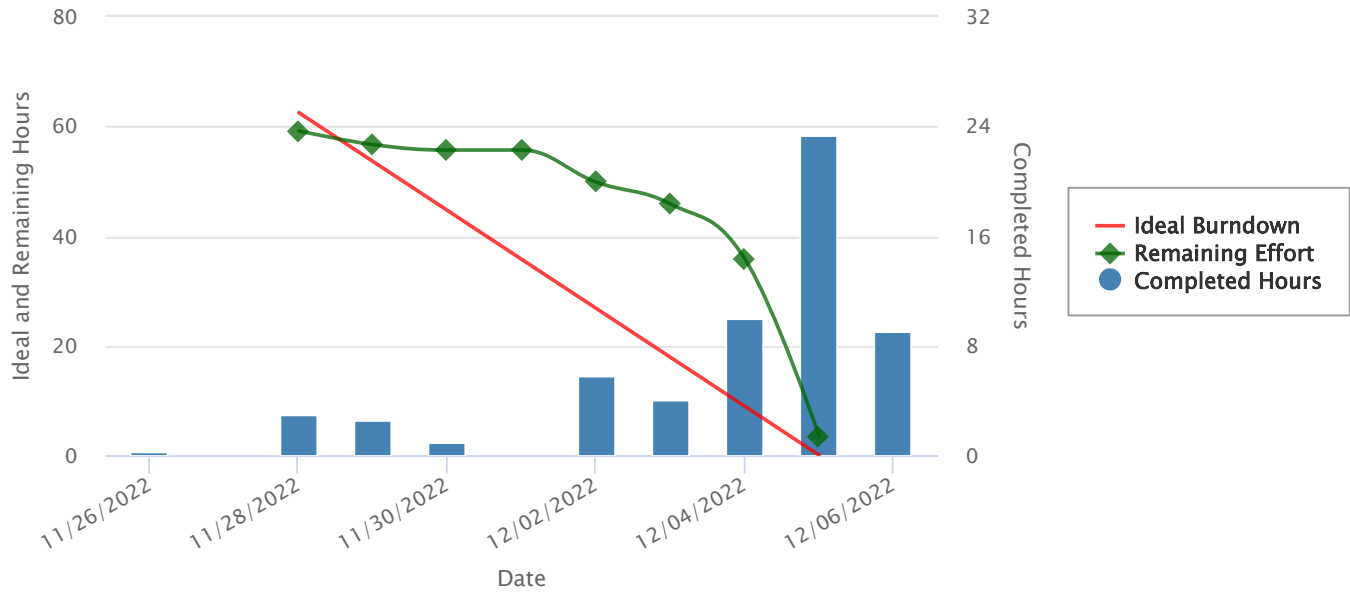
What could be improved?
We still need to complete the GUI and work on finishing the custom card part of the GUI.

If you were to continue the project, what would you improve on in the next sprint?
We would work on the custom card as well as design the cards in a more artistic way,

Sprint Burndown Chart



Sprint 4



Highcharts.com and Lily Romano

Personas



Dexter Skjørestad

Quote

'I love watching sports. I like watching the NBA, NFL, NHL, and so many more. You name it I watch it.'

Narrative

Loves watching sports and is interested in collecting playing cards of favorite athletes and teams.



Harrison Edwards

Quote

"I love collecting cards of my favorite sports players and adding them to my collection, including rare and limited edition cards. I wish I could have my own card to put in my collection."

Narrative

Avid collector of cards for all of his favorite sports players and would like a card of himself to put with his other favorite cards



Asad Grobbe

Quote

'I saw the function to upload my own image and make a playing card out of it. I want to make a player card for myself and for my kids. Could be a great gift idea"

Narrative

Curious customers who are interested in the function of making your own player card.

Table of Work

Showing 1 to 41 of 41 entries

Search:

Title	Type	Est.	Spent
Closed (20)		48 h, 40 m	0
Sprint 1 (5)		5 h, 25 m	5 h, 25 m
AIECode	Documentation	1 h, 40 m	1 h, 40 m
Basic UML	Design Need	1 h, 30 m	1 h, 30 m
Figure out how to import and export images	Technical Task	1 h	1 h
Find existing player cards to import	Technical Task	40 m	40 m
understanding git	Spike	35 m	35 m
Sprint 2 (6)		9 h, 45 m	9 h, 45 m
Basic UML	Design Need	2 h, 15 m	2 h, 15 m
CRC Cards	Design Need	30 m	30 m
CRC Cards	Design Need	30 m	30 m
create parent card class	Technical Task	4 h	4 h
Figure out how to import and export images	Technical Task	30 m	30 m
Find existing player cards to import	Technical Task	2 h	2 h
Sprint 3 (6)		4 h, 15 m	4 h, 15 m

Title	Type	Est.	Spent
Basic UML	Design Need	15 m	15 m
create child classes	Design Need	1 h, 40 m	1 h, 40 m
create gui	Design Need	1 h	1 h
create parent card class	Technical Task	40 m	40 m
Figure out how to import and export images	Technical Task	20 m	20 m
Find existing player cards to import	Technical Task	20 m	20 m
Sprint 4 (1)		29 h, 15 m	29 h, 15 m
create gui	Design Need	3 d, 5 h, 15 m	3 d, 5 h, 15 m
Backlog (2)		0	0
CRC Cards	Design Need	0	0
design	Spike	0	0
Opened (21)		51 h, 15 m	0
Sprint 3 (1)		0	0
create parent card class	Technical Task	0	0
Sprint 4 (14)		33 h, 15 m	29 h, 45 m
add photos to overall ArrayList	Design Need	1 h, 10 m	1 h, 10 m
Basic UML	Design Need	40 m	40 m
clean up code	Design Need	20 m	20 m
create child classes	Design Need	1 h, 20 m	1 h, 20 m
create pack class	Design Need	4 h, 20 m	4 h, 20 m
create tests for all non GUI classes	Technical Task	2 h	2 h
debug fillsoccerlist method	Design Need	3 h, 30 m	3 h, 30 m
Design Manual	Documentation	2 h	2 h
Figure out how to import and export images	Technical Task	5 h	5 h
Find existing player cards to import	Technical Task	45 m	45 m
Find images and insert links to proper text file	Technical Task	3 h	2 h, 30 m

Title	Type	Est.	Spent
Link functionality to GUI	Technical Task	5 h	2 h
Read Me	Documentation	2 h, 10 m	2 h, 10 m
User Manual	Documentation	2 h	2 h
Backlog (6)		18 h	0
card class	Technical Task	4 h	0
CRC Cards	Design Need	0	0
create card class	Technical Task	0	0
create gui	Design Need	1 d, 3 h	1 h
design	Spike	0	0
GUI Research	Design Need	3 h	2 h

Daily Scrum

11/4/2022 We accomplished a basic a basic overview of simple classes in a UML. We are still deciding which classes we need. The challenges are finding out which classes we need to perform our tasks and how to import and export images.

11/7/2022 Today we discussed what we need to finish before the end of sprint 1. We need to finish up creating basic UML and CRC cards to map out what we need. We also discussed about learning how to import stats for player cards and player card images using CSV. Individual research will be needed to understand what is going on.

11/11/2022 Today I worked on the card class and updated the UML diagram as I coded. I have outlined and commented all the methods I have set up so far. I decided to have 3 static lists that contain the overalls and 3 that contain the card images.

11/14/2022 Today we discussed how we are going to approach Thanksgiving break. Then we rearranged our card class to move more class fields to child classes of the card class. We are in the process of figuring out how we are going to import all the card information and organize the cards for our pack opening function.

11/16/2022 We did our end of sprint review and determined that we need to make major progress fast. We added some more tasks to our sprint three as well as carried some over from sprint two.

11/26/2022 We are having a meeting to discuss what is and is not going to be included in the final project due to time constraints and code together to make more progress on the card class along with its child classes. We decided to read in the names of the players along with the overall and position of the cards because we can't find a data set with the actual card images. So we will have to recreate the imported cards. We also coded the generate methods for selecting random cards for the packs.

11/28/2022 We are creating our own image data file for the imported cards. We are also making progress on the GUI and pack class functionality.

11/30/2022 The GUI is now functional and we are beginning to combine our card class with the GUI. We are also restructuring the card child classes so that we do not have methods that repeat and to produce cleaner code overall.

12/2/2022 The GUI is giving an error and we are unable to run the program. We are also having some merge conflicts. We made a lot of progress, both fixing the GUI so now it runs and we have almost finished collecting the URL's for the images.

12/5/2022 Today we have made lots of progress on the GUI and are working out how we are going to format the cards. We also made the unit tests for the non GUI methods. We still have a lot of work left but are much closer to the place we would like to be than we were previously.

12/6/2022 Today we met as a group and worked through some bugs. Along with this we have pretty much completed all the documentation for the project. All we have left to do is finish working on the GUI.